CHAPTER APPROVED TOURNAMENT COMPANION

VERSION 1.1

INTRODUCTION

Welcome to the Champter Approved Tournament Companion!
The following guidelines are designed to support organisers of Warhammer 40,000 events in delivering a fine-tuned tournament experience using the *Chapter Approved Mission Deck*. That product offers great scope for all kinds of matched play, and its many variables create a dizzying array of potential missions – thousands, in fact! Some of these are particularly well suited to the most hotly contested scenarios, and this pack provides suggestions for the best event configurations. We have also taken the opportunity to optimise certain Core Rules concepts for tournament play.

This document provides a ready-made framework for levelling the playing field and getting games underway quickly, whether you are planning your first matched play event or have years of experience organising the largest and most acclaimed tournaments. Its recommendations will be followed in full at most Games Workshop matched play events, and are considered the official way to play Warhammer 40,000 in a tournament setting, but can be adapted to suit your own circumstances – the terrain layout advice is aimed primarily at newer organisers, for example, and those with large established terrain collections should feel free to interpret it accordingly.

The recommendations are presented as follows:

- **Chapter Approved Tournament Mission Sequence:** Adjustments to the steps players would normally follow to generate a mission and prepare the battlefield.
- **Chapter Approved Mission Deck Errata & FAQ:** Updates to certain cards and answers to frequently asked questions.
- **Chapter Approved Tournament Mission Pool:** 20 recommended tournament rounds to draw from, with pre-set Primary Missions and deployment modes that put all players on an equal footing and minimise pre-game admin.
- **Terrain Layouts:** A suite of carefully designed terrain setups to be used in conjunction with the Chapter Approved Tournament Mission Pool.
- **Pairings and Rankings:** Advice for fairly pairing players and determining rankings.

Designer's Note: *This document does not use the full contents of your Chapter Approved Mission Deck; it has been written to provide the best experience for strangers to play a pick-up game or face off in an event. For this reason we have not included the Asymmetric War cards and the Twist cards, which are both left for pick-up-and-play games where you can plan and prepare. In addition, this document assumes you will be playing Strike Force sized games; as such, the layouts are designed to be used with the Strike Force Deployment cards. We recommend that tournament organisers who wish to run an Incursion event should adjust these layouts as appropriate.*

CHAPTER APPROVED TOURNAMENT MISSION SEQUENCE

A Chapter Approved Tournament Mission battle is waged by following the sequence below.

1 MUSTER ARMIES

Muster armies as described in the Core Rules.

INCURSION MISSIONS

In an Incursion mission, we suggest the following changes to the Muster Armies rules for a better experience for both players.

- Your army can contain up to two units with each datasheet name – or up to four units with each datasheet name if it is a **Battleline** or **Dedicated Transport** unit.
- Your army can contain up to one **Titanic Character.**

2 DETERMINE MISSION

Instead of shuffling and drawing from the Deployment and Primary Mission decks, players should use the pre-generated missions from the Chapter Approved Tournament Mission Pool. Set aside the Secondary Mission and Challenger cards decks as normal (players will receive these later).

3 READ MISSION

Read the Primary Mission. The Primary Mission card details how and when you score Victory points (VP), and may also apply additional conditions to the battle. You can also score VP by achieving Secondary Missions and Challenger cards (described later). Twist cards will not be used.

4 PLACE OBJECTIVE MARKERS

Players now set up objective markers on the battlefield. Each Deployment card's deployment map will show players how many objective markers to set up and where each should be placed. In Chapter Approved Tournament Missions, models can end any type of move on top of an objective marker.

Designer's Note: *In the Warhammer 40,000 Core Rules, objective markers are physical artefacts that models cannot end a move on, representing vital data caches, xenos relics, Chaos portals or anything else that suits your narrative. While this adds to the cinematic nature of the battlefield and offers exciting hobby opportunities, it can sometimes result in model-positioning circumstances that not everyone will enjoy equally. As such, these guidelines recommend treating objective markers as flat, circular markers 40mm in diameter that offer no impediment to the movement or placement of models.*

5 CREATE THE BATTLEFIELD

Players now create the battlefield and set up terrain features. Missions are played on rectangular battlefields whose dimensions are approximately 44" by 60". When setting up terrain features, use the guidelines detailed in the Terrain Layouts section of this pack. Players must use the rules for terrain features detailed in the Core Rules. While other approaches to terrain layout may work within the collections of experienced organisers, we recommend these terrain guidelines when otherwise in doubt.

6 DETERMINE ATTACKER AND DEFENDER

Look at the Deployment card drawn and agree which edges of your battlefield are the Attacker's and Defender's battlefield edges. Roll off: the winner decides who will be the Attacker and who will be the Defender.

7 SELECT SECONDARY MISSIONS

Secondary Mission cards detail additional ways to score VP, and must be used either as Fixed or Tactical Missions. Players now secretly note down whether they will use Fixed or Tactical Missions; if using Fixed Missions, they must also note down which two Fixed Missions they will use (see below). Players then reveal these decisions and proceed accordingly.

FIXED MISSIONS

Fixed Missions are goals that remain throughout the battle, and can be achieved multiple times.

Fixed Missions are those marked with the symbol shown on the left. After revealing the two Fixed Missions you will use, set aside the remainder of your Secondary Mission deck (it will not be needed during the battle). Your selected Fixed Mission cards cannot be discarded for any reason (unless you are using the Adapt or Die Twist card).

TACTICAL MISSIONS

Tactical Missions are replenished at the start of your Command phase, and are discarded once achieved.

After revealing that you will use Tactical Missions, shuffle your Secondary Mission deck.

If you are using Tactical Missions:

- At the start of your first Command phase, draw two cards from your Secondary Mission deck; those two Secondary Mission cards are active for you until you achieve them. At the start of each of your subsequent Command phases, if you have fewer than two active Secondary Mission cards, draw from your Secondary Mission deck until you have two active Secondary Mission cards.
- At the end of your Command phase, you can spend CP to use the New Orders Stratagem (see right).

NEW ORDERS

CORE – STRATEGIC PLOY STRATAGEM

High command has received new intelligence.

1CP

WHEN: End of your Command phase.

TARGET: One of your active Secondary Mission cards.

EFFECT: Discard it and draw one new Secondary Mission card.

At the end of each player's turn, each player using Tactical Missions does the following, starting with the player whose turn it is:

- First, if you scored 1 or more VP from a Secondary Mission card, discard that Secondary Mission card – it is achieved.
- Then, you can discard one or more of your active Secondary Mission cards. If you do, and it is your turn, you gain 1CP.
- If your Secondary Mission deck runs out, you cannot generate any additional Secondary Missions during the battle.

8 DECLARE BATTLE FORMATIONS

Players secretly note down which of their Leader units will start the battle attached to which Bodyguard units, which of their units will start the battle embarked within which **Transports**, and which of their units will start the battle in Reserves (including Strategic Reserves). Players then reveal these decisions.

RESERVES RESTRICTIONS

- No more than half of the units in your army can start the battle in Reserves, and the points total of those units cannot be more than half of the points total of your army (units embarked within a **Transport** that is set up in Reserves also count towards these limits).
- Reserves units cannot arrive on the battlefield during the first battle round (excluding units placed into Strategic Reserves during the battle).
- Any Reserves units that have not arrived on the battlefield by the end of the third battle round count as having been destroyed, as do any units embarked within them (excluding units placed into Strategic Reserves during the battle).

9 DEPLOY ARMIES

Players take it in turns to set up their remaining units one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If a player sets up a **Titanic** unit when it is their turn to set up a unit, they skip their next turn to set up a unit. If one player finishes deploying all of their units, their opponent then deploys the remainder of their units.

10 REDEPLOY UNITS

Some rules allow players to redeploy certain units after both armies are deployed. Unless otherwise stated, such rules are resolved in this step. Players alternate resolving any such rules, starting with the Attacker.

11 DETERMINE FIRST TURN

Roll off: the winner takes the first turn.

12 RESOLVE PRE-BATTLE RULES

Players alternate resolving any pre-battle rules units from their army may have, starting with the player who will take the first turn.

13 BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

CHALLENGER CARDS

A player becomes the Challenger if, at the start of the battle round, they have fewer VP than their opponent, and the difference between their VP totals is 6 or more. That player remains the Challenger until the end of the battle round. While you are the Challenger, draw one Challenger card at the start of your Command phase. Each Challenger card presents one Stratagem and one Mission. You can complete the Mission, or you can use the card as a Stratagem – you cannot do both. Note that both players use the same deck of Challenger cards.

Rules cannot change the cost of the Stratagem on a Challenger card, and rules that generate Command points cannot be triggered by the Stratagem on a Challenger card.

At the end of your turn, if you have not used that Stratagem or completed that Mission, discard the card. If you use that Stratagem or complete that Mission, discard the card.

14 END THE BATTLE

The battle ends after five battle rounds have been completed. Even if one player has no models remaining in their army at the start of their turn, players continue to play out their turns until the battle ends.

15 DETERMINE VICTOR

At the end of the battle, the player with the most VP is the winner. If the players are tied, the battle is a draw.

The maximum VP each player can score is 100VP. Each player scores 10VP if their army is painted to a Battle Ready standard. The maximum VP that can be scored from each source of VP is detailed on below. In all cases, any excess VP awarded above these maximums are lost.

VP SOURCE	MAXIMUM VP	
Primary Mission	50VP	
Secondary Missions	40VP*	90VP**
Challenger cards	12VP	
Battle Ready Army	10VP	10VP

* If using Fixed Missions, 20VP maximum per Fixed Mission card.
** You cannot score more than 90VP for your Primary Mission, Secondary Missions and Challenger cards combined.

DESIGNER'S NOTES

VP FOR DESTROYING MODELS OR UNITS

Some cards award VP for destroying enemy models or units. If you gain VP as described on such cards, you retain those VP even if those destroyed models or units are subsequently returned to the battlefield.

VP UP TO A LIMIT

Some cards award VP up to a stated limit, which may not be a round multiple, e.g. '2VP (up to 5VP)'. In such cases, you can keep scoring up to the stated limit, then any excess VP awarded are lost.

DISCARDING CARDS

Some cards begin with a section named 'When Drawn', which details immediate next steps including when such cards either can or must be discarded. Note that if such a card is a Secondary Mission card, this section only applies if you are using Tactical Missions.

HOW MANY UNITS CAN PERFORM THE SAME ACTION?

If an Action's Units section places a limit on the number of units that can perform it, this means that only that number of units from your army can be performing that Action at any one time.

DEPLOYMENT CARD KEY

ATTACKER'S DEPLOYMENT ZONE

The Attacker must set up their army within this area.

DEFENDER'S DEPLOYMENT ZONE

The Defender must set up their army within this area.

NO MAN'S LAND

The region of the battlefield that is not within either player's deployment zone.

OBJECTIVE MARKERS

The quantity and locations of objective markers are shown with this icon.

CENTRE OF BATTLEFIELD

ATTACKER'S BATTLEFIELD EDGE

DEFENDER'S BATTLEFIELD EDGE

ACTIONS

Your forces can attempt daring battlefield tasks to turn the conflict in your favour.

Some cards feature Actions that certain units can perform. Each Action states which units can perform it, when it is started and completed, and what the effects of completing it are.

A unit cannot start to perform an Action if one or more of the following apply to that unit:

- It is an **AIRCRAFT** unit.
- It is Battle-shocked.
- It has an Objective Control characteristic of 0.
- It is within Engagement Range of one or more enemy units (unless it is a **TITANIC CHARACTER** unit).
- It Advanced or Fell Back this turn.
- It is not eligible to shoot this phase (including units that have already been selected to shoot this phase).

If a unit starts to perform an Action, until that Action is completed or until the end of the turn (whichever is later), that unit is not eligible to shoot or declare a charge (if it is a **TITANIC CHARACTER** unit, that unit cannot start to perform another Action and is not eligible to declare a charge instead).

If a unit performing an Action makes a move (excluding Pile-in and Consolidation moves) or leaves the battlefield, that Action cannot be completed.

CARD AMENDMENTS FOR TOURNAMENTS

SECONDARY MISSION – ATTACKER

NO PRISONERS

Show no mercy. Exterminate your enemies.

ANY BATTLE ROUND	VICTORY POINTS
WHEN: While this card is active (if you are using Fixed Missions).	
Each time an enemy Bodyguard unit or enemy non-**CHARACTER** unit is destroyed.	FIXED 2VP (UP TO 5VP)

ANY BATTLE ROUND	VICTORY POINTS
WHEN: While this card is active (if you are using Tactical Missions).	
Each time an enemy unit is destroyed.	TACTICAL 2VP (UP TO 5VP)

This Secondary Mission cannot be selected as a Fixed Mission in tournament play.

CHAPTER APPROVED MISSION DECK: FAQS

Questions about the Chapter Approved Mission Deck will be reviewed periodically and answered below. Newly added entries are marked in red.

Q: *If I destroy the Bodyguard unit of an Attached unit that meets the criteria for Cull the Horde (Starting Strength of 13+), but the Leader unit survives, do I score the VP for destroying the Bodyguard unit?*
A: If the Bodyguard unit would have had a Starting Strength of 13+ had it not been part of an Attached unit, then yes. Otherwise, no.

Example: If you destroy a unit of 16 Accursed Cultists, but their Cultist Firebrand Leader survives, you score the VP for that unit. If you destroy a 10-strong Cultist Mob, but don't destroy the Dark Commune attached to them, you do not score the VP for that unit.

Q: *If a unit that is part of an Attached unit is destroyed, and that Attached unit was performing an Action, can the remaining unit(s) in that Attached unit still complete that Action?*
A: Yes.

Q: *If my opponent selects an Attached unit for the Marked for Death Secondary Mission, which units forming that Attached unit must I destroy to score VP?*
A: To score VP, you must destroy the Bodyguard unit and at least one of the Leader units that was attached to it. For example, if your opponent selects a unit of Boyz led by a Warboss and a Weirdboy, and you destroy that Boyz unit so that the Warboss and Weirdboy each become individual units, you must also destroy either that Warboss or that Weirdboy (or one of them must be removed from the battlefield for any other reason) to score VP from Marked for Death.

Q: *When selecting units for the Marked for Death Secondary Mission, can I select a Leader within an Attached unit?*
A: No.

Q: *When performing the Terraform Action, can I terraform an objective marker my opponent has already terraformed?*
A: Yes.

Q: *In the Burden of Trust Primary Mission, how many times can each player score VP for guarding an objective marker they control?*
A. The player going first can score VP for guarding an objective marker they control at the end of their opponent's first, second, third, fourth and fifth turn. The player going second can score VP for guarding an objective marker they control at the end of their opponent's second, third, fourth and fifth turn.

Q: *When setting up objective markers as part of step 4 of the Chapter Approved Tournament Mission Sequence, or setting up a new objective marker as part of a Primary Mission (such as The Ritual), do I measure from/to the centre or the edge of the objective marker?*
A: In all of these instances, you measure from the centre of the objective marker. This also includes the central objective marker in the Search and Destroy deployment map when measuring the boundaries of the deployment zones.

Q: *To start performing the Sabotage Action, does it require both the terrain feature and your unit to not be within your deployment zone? Or is it just your unit that must not be within your deployment zone?*
A: Only your unit must not be within your deployment zone to start performing the Sabotage Action.

Q: *In Burden of Trust, can you guard objective markers in your own deployment zone?*
A: Yes.

Q: *For Primary and Secondary Missions that award VP for destroying* **Character** *models or units, if those models or units are returned to the battlefield and then subsequently destroyed again, will such Primary and Secondary Missions award VP for them being destroyed again?*
A: Yes, unless that Primary or Secondary Mission specifies otherwise.

Q: *For the purposes of the Mission Pack, are there any amendments to the Core Rules regarding how Ruins affect charging units and which models can fight?*
A: No. This means models can be positioned to make it difficult to charge directly through sections of terrain features into combat, as models can't end their Charge move where any part of their model or base would be within sections of those terrain features (e.g. a solid Ruins wall). This may mean the result of a Charge roll needs to be greater to allow a unit to make a Charge move that ends within Engagement Range and not within any sections of those terrain features, while still following all other conditions of charging.

Designer's Note: *Organisers, if your terrain collection includes large enclosed structures that units would be able to move within, but may render ending a Charge move within Engagement Range of those units within that terrain impossible, you may wish to include additional clarification for your particular terrain elements within your event packs to avoid uninteractive situations.*

CHAPTER APPROVED TOURNAMENT MISSION POOL

The 20 Chapter Approved Tournament Missions in this section are designed to act as a pool from which organisers can build their events, selecting from it in random order. Further commentary on these is given below.

PRIMARY MISSIONS

The Chapter Approved Mission Deck includes 10 Primary Missions, for the best balanced experience we have used a mix of 7 of these Primary Missions for organisers to build their events. We recommend selecting options that span a variety of different Primary Missions, to provide different challenges for the players to adapt to.

For those running longer-format events, or whose attendees are particularly expectant of a perfectly balanced mission every time, we have included the more straightforward Primary Missions in a greater number of configurations.

RECOMMENDED TERRAIN LAYOUTS

When using the recommended terrain layouts in this pack, please note the layouts best suited for each deployment mode, as shown in the table below. We recommend structuring your mission order to facilitate any changes to terrain layouts you will need to make during your event, if, as the organiser, you choose to set up the tables for the players.

CHAPTER APPROVED TOURNAMENT MISSION POOL

	PRIMARY MISSION	DEPLOYMENT	TERRAIN LAYOUTS
A	Take and Hold	Tipping Point	1, 2, 4, 6, 7, 8
B	Supply Drop	Tipping Point	1, 2, 4, 6, 7, 8
C	Linchpin	Tipping Point	1, 2, 4, 6, 7, 8
D	Scorched Earth	Tipping Point	1, 2, 4, 6, 7, 8
E	Take and Hold	Hammer and Anvil	1, 7, 8
F	Hidden Supplies	Hammer and Anvil	1, 7, 8
G	Purge the Foe	Hammer and Anvil	1, 7, 8
H	Supply Drop	Hammer and Anvil	1, 7, 8
I	Hidden Supplies	Search and Destroy	1, 2, 3, 4, 6
J	Linchpin	Search and Destroy	1, 2, 3, 4, 6
K	Scorched Earth	Search and Destroy	1, 2, 3, 4, 6
L	Take and Hold	Search and Destroy	1, 2, 3, 4, 6
M	Purge the Foe	Crucible of Battle	1, 2, 4, 6, 8
N	Hidden Supplies	Crucible of Battle	1, 2, 4, 6, 8
O	Terraform	Crucible of Battle	1, 2, 4, 6, 8
P	Scorched Earth	Crucible of Battle	1, 2, 4, 6, 8
Q	Supply Drop	Sweeping Engagement	3, 5
R	Terraform	Sweeping Engagement	3, 5
S	Linchpin	Dawn of War	5
T	Purge the Foe	Dawn of War	5

TERRAIN LAYOUTS

The following battlefield recommendations are intended primarily for newer organisers and those looking for a steer in building up a terrain collection for regular tournament play. These layouts will be seen at most Games Workshop matched play events, and reflect the type of terrain density that creates risk-and-reward decisions that a wide variety of army types can engage with. They are by no means the only way to set up a battlefield for balanced play, but represent a reliable starting point when in doubt.

These are the terrain layouts we use for balance and internal testing within the Warhammer Design Studio. We feel they reflect how a battlefield should look for balanced play in the current edition of Warhammer 40,000.

They are by no means the only way to set up a battlefield for balanced play, but represent a reliable starting point when in doubt. These layouts were designed with a few key principles in mind:

RECOMMENDED MEASUREMENTS

For all of the battlefield recommendations we use a combination of three different sizes of area terrain outlines:

AREA TERRAIN SIZE	QUANTITY
6" x 4"	4
10" x 5"	2
12" x 6"	6

Using the area terrain outlines detailed above, all of the battlefield recommendations have preset measurements provided. This allows for organisers to easily set up the tables, or allow the players themselves to set up their own tables at the beginning of each round.

OBJECTIVE MARKERS

Objective markers can and sometimes will be either hidden within terrain or placed in the open.

USE OF RUINS

The following layouts primarily use the Ruins terrain feature. This efficiently achieves a good amount of line-of-sight blockage and cover appropriate for balanced games, thanks to the natural abstraction of line of sight within the rules for Ruins. Remember that a variety of terrain heights not only adds to the immersive nature of the battlefield, but is also important for line of sight and rules such as Plunging Fire. For organisers and players with a more robust terrain collection (especially elements that block true line of sight), incorporating features such as Woods, Barricades and Hills into your chosen layouts is perfectly acceptable.

TERRAIN KEY – SUGGESTED TERRAIN HEIGHT

MORE THAN 4"

2" OR LESS

For model mobility purposes, we have shaded the area terrain outlines in the above colours to show our recommendations for how tall the terrain should be in each section.

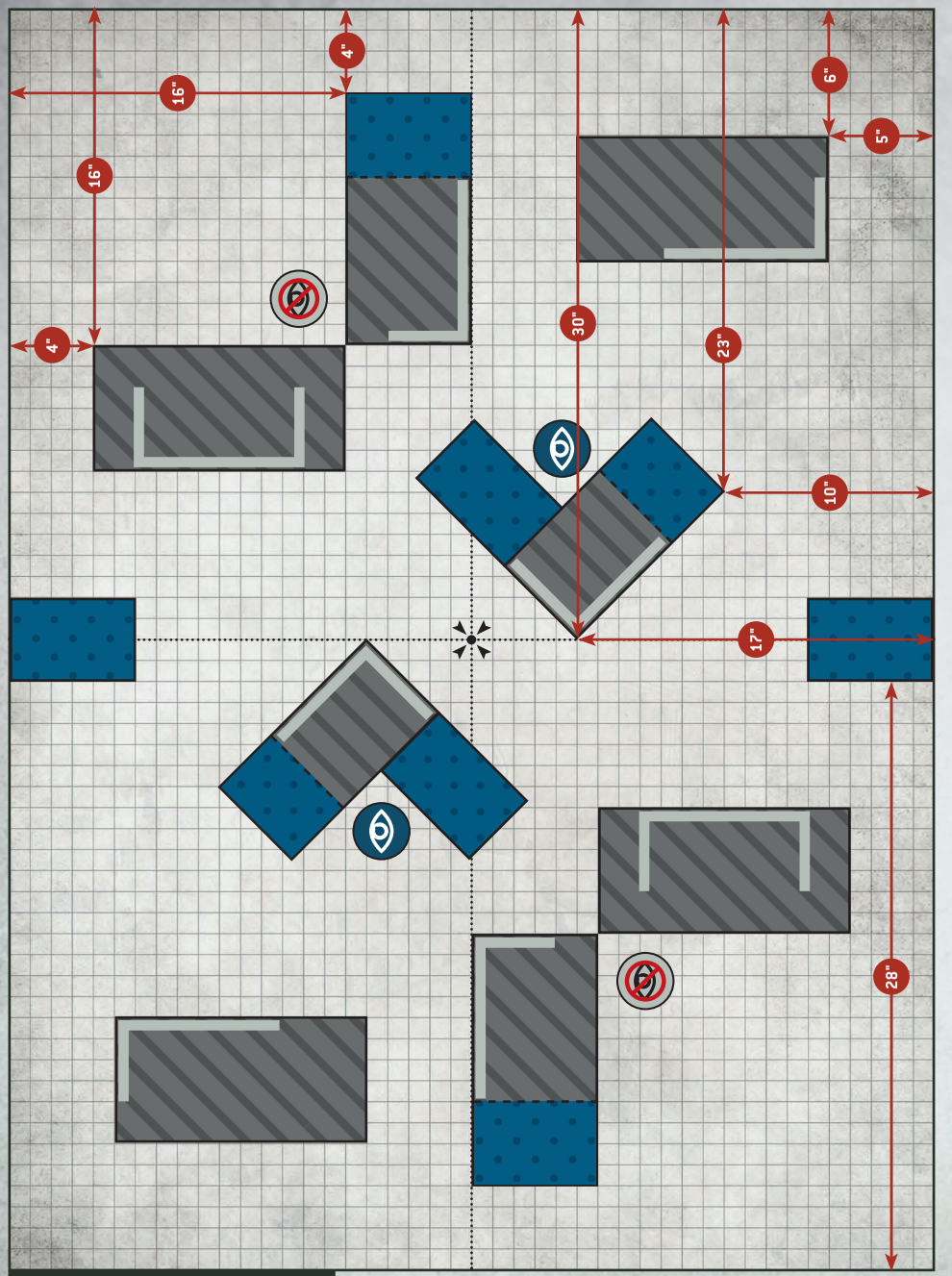
Below are examples of Ruins terrain placements within area terrain sections, as well as icons that denote if connected area terrain outlines are a single area terrain section or separate area terrain sections when determining line of sight.

These height and Ruin placement guidelines help provide a balanced tournament experience; as organisers you are free to adjust this to suit your terrain collection.

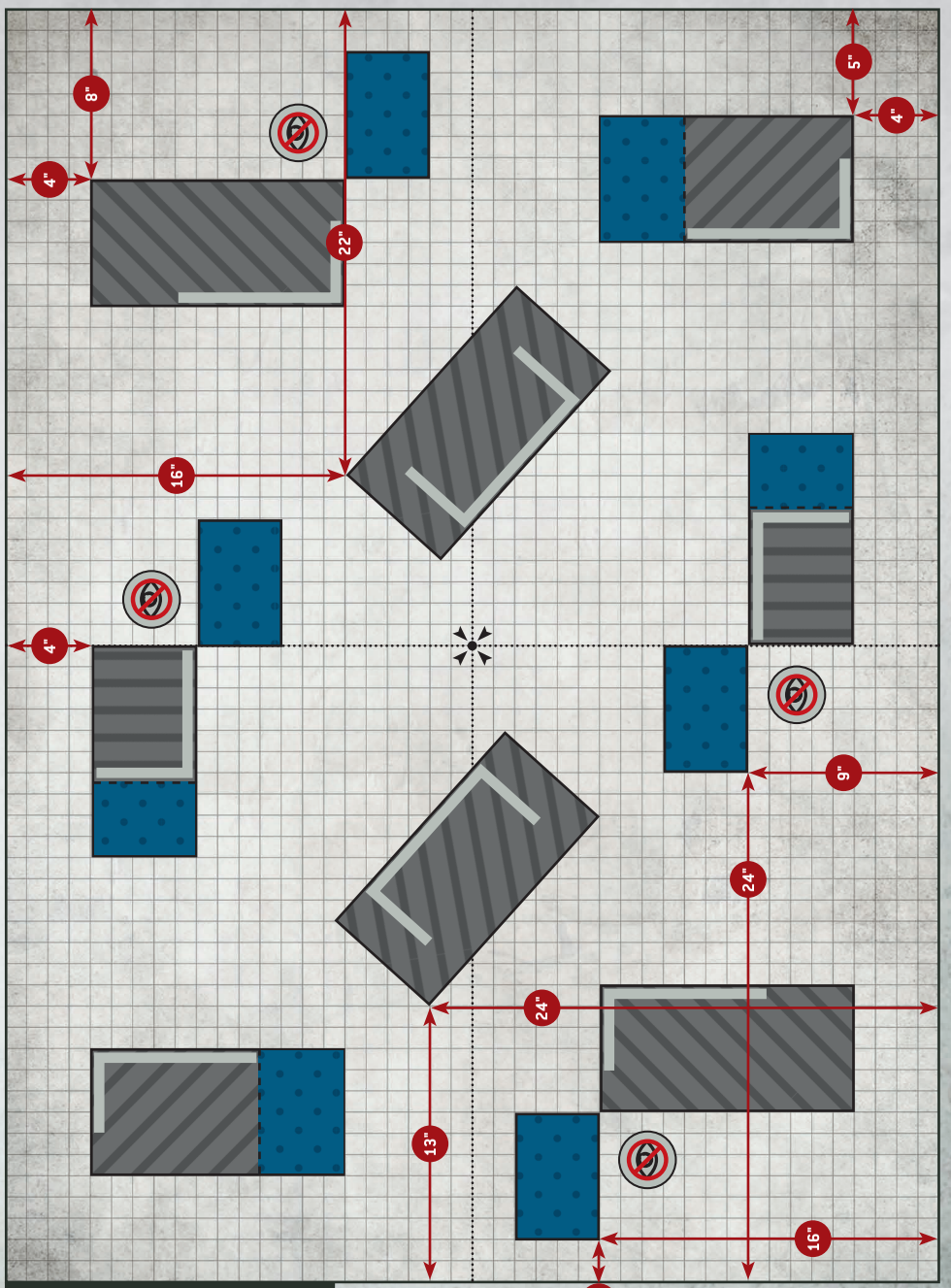
RECOMMENDED RUINS TERRAIN PLACEMENT

SINGLE AREA TERRAIN SECTION

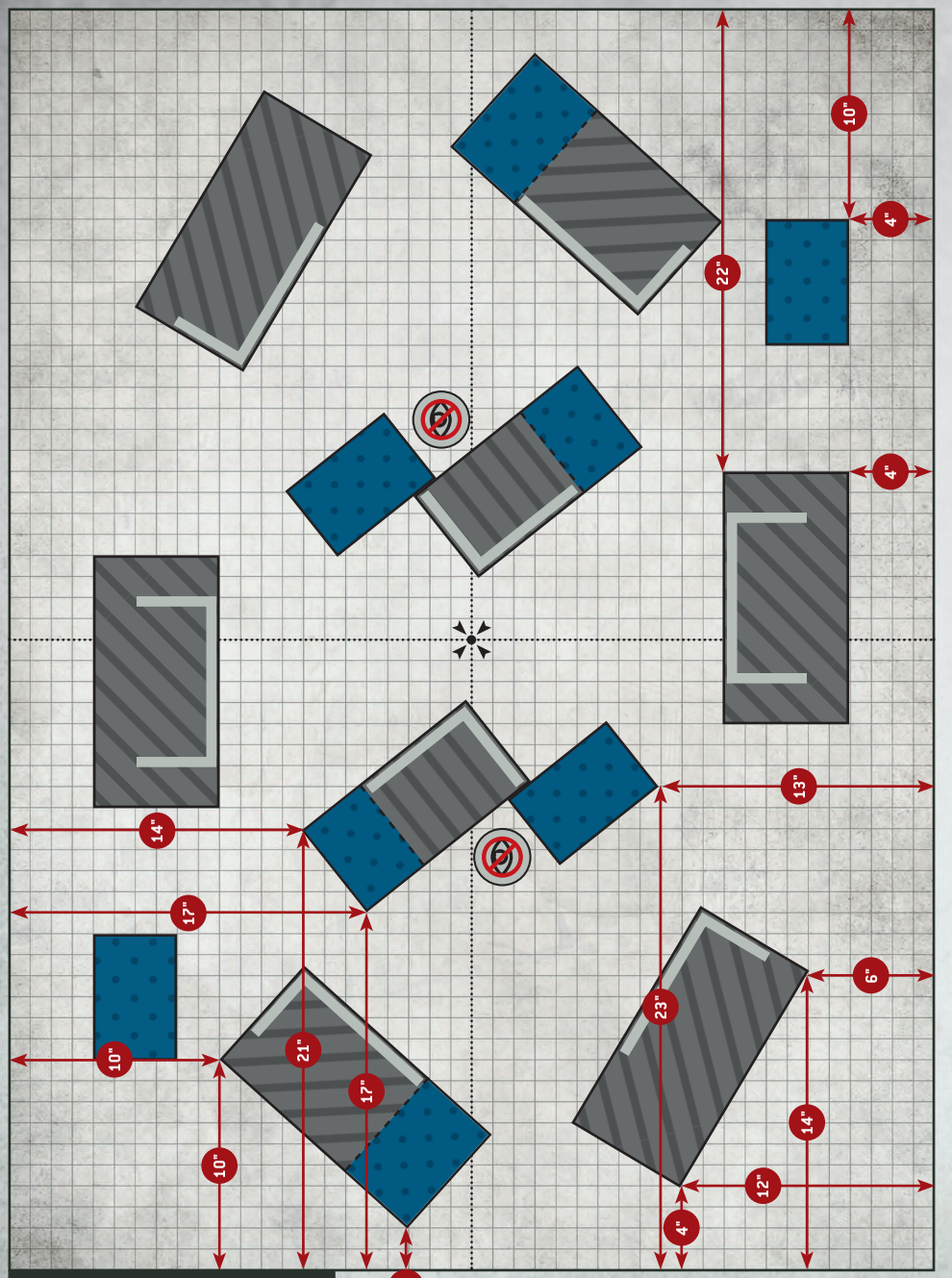
SEPARATE AREA TERRAIN SECTIONS



TERRAIN LAYOUT 1



TERRAIN LAYOUT 2



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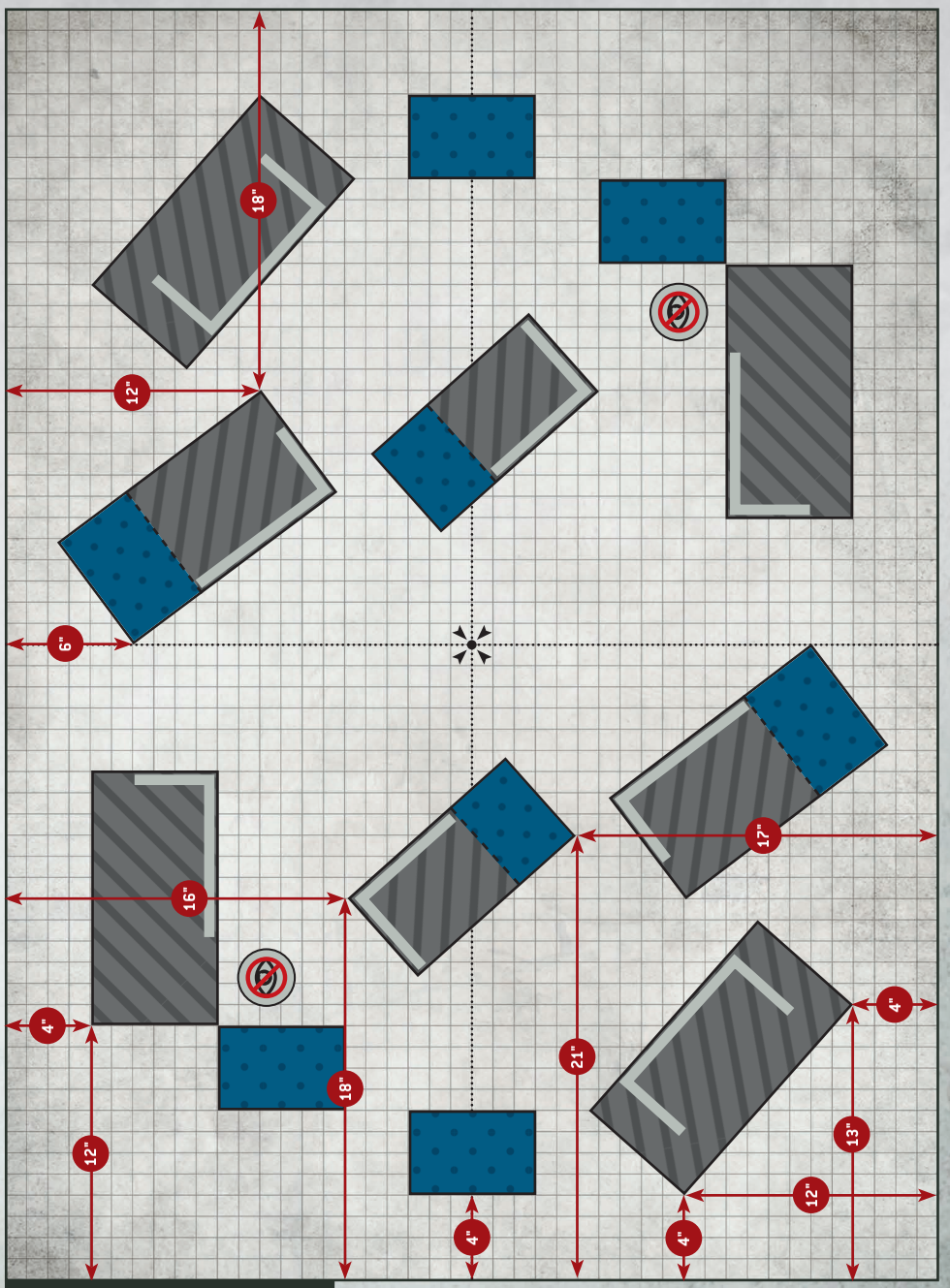

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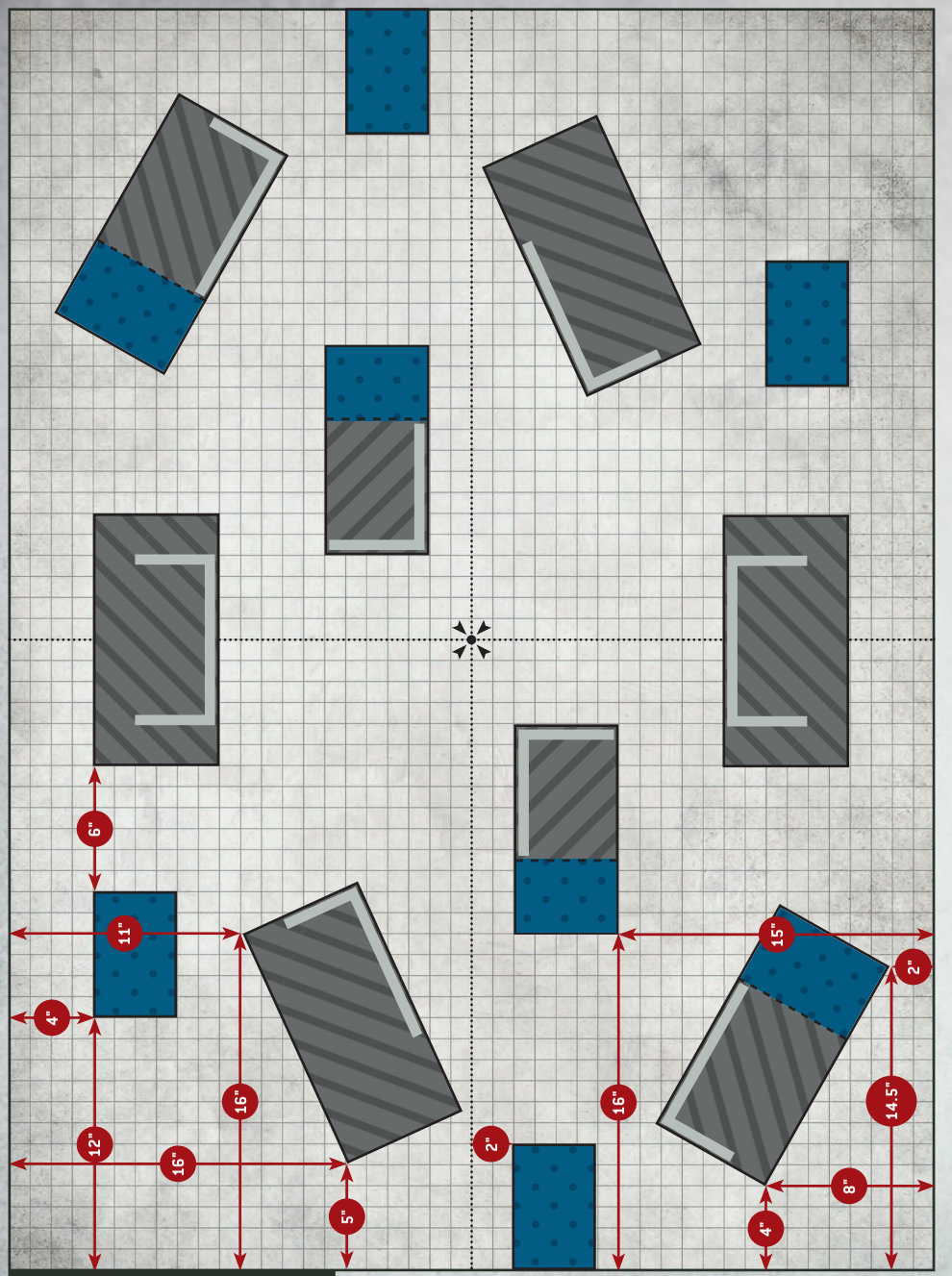

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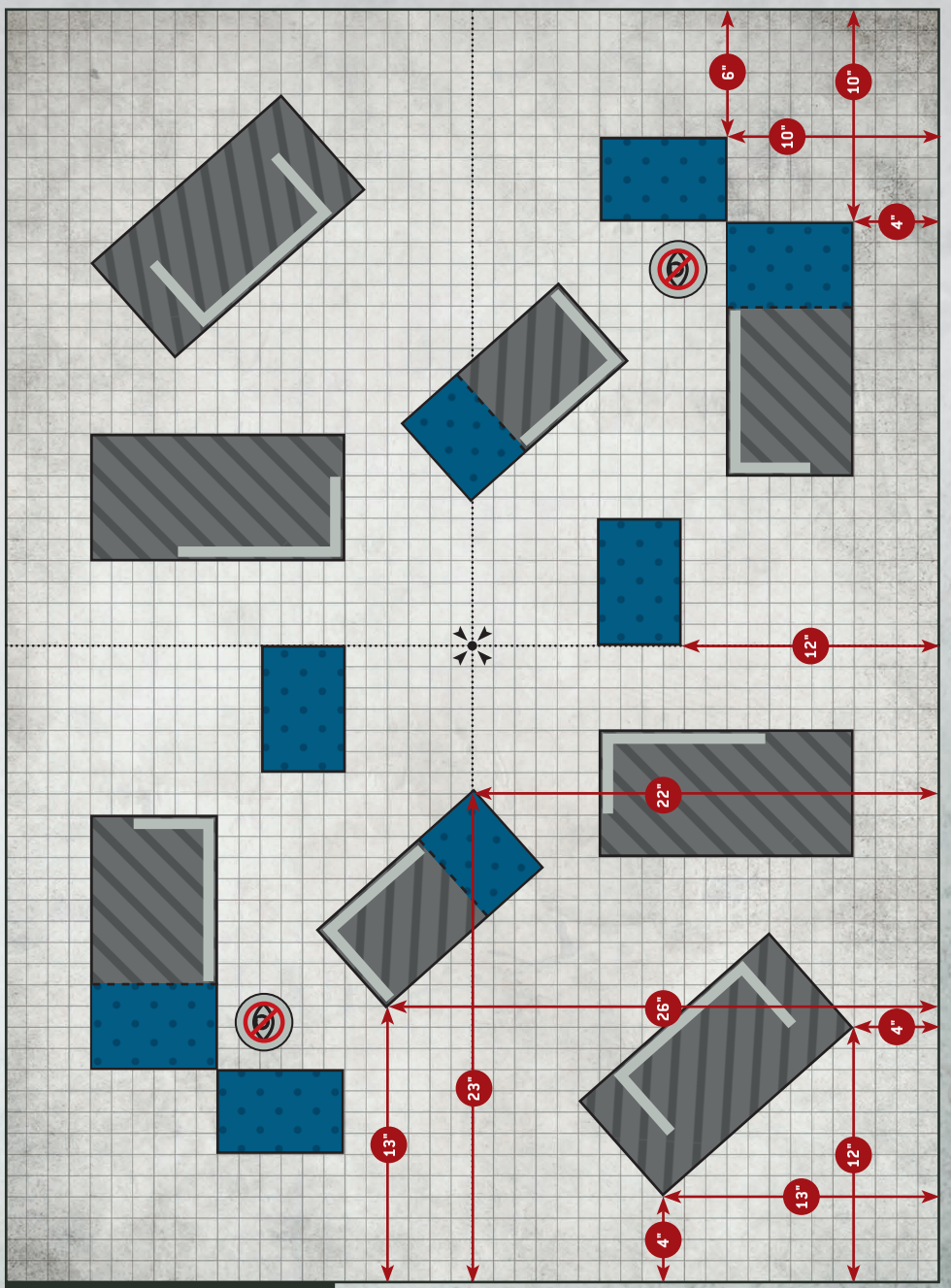

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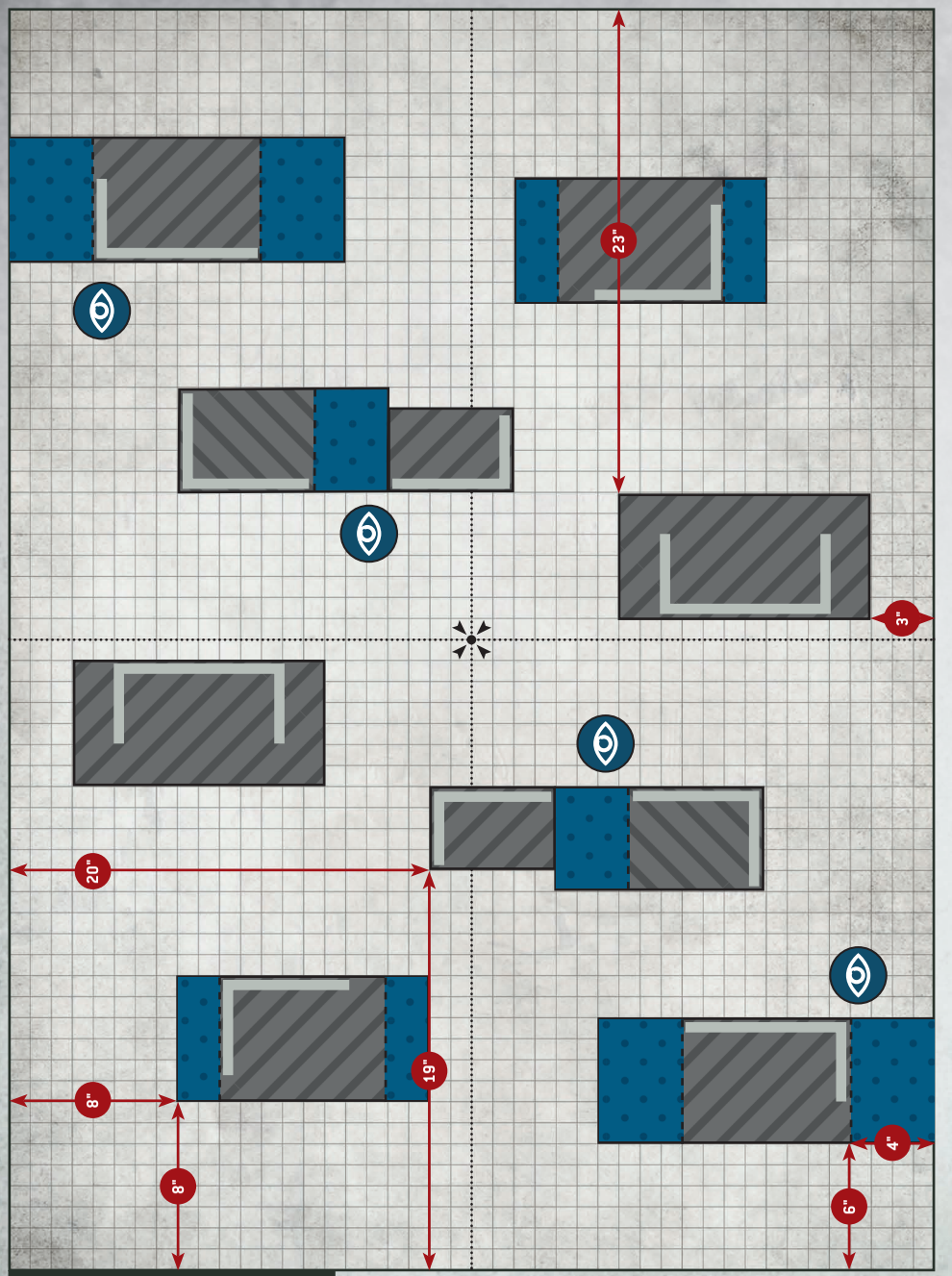
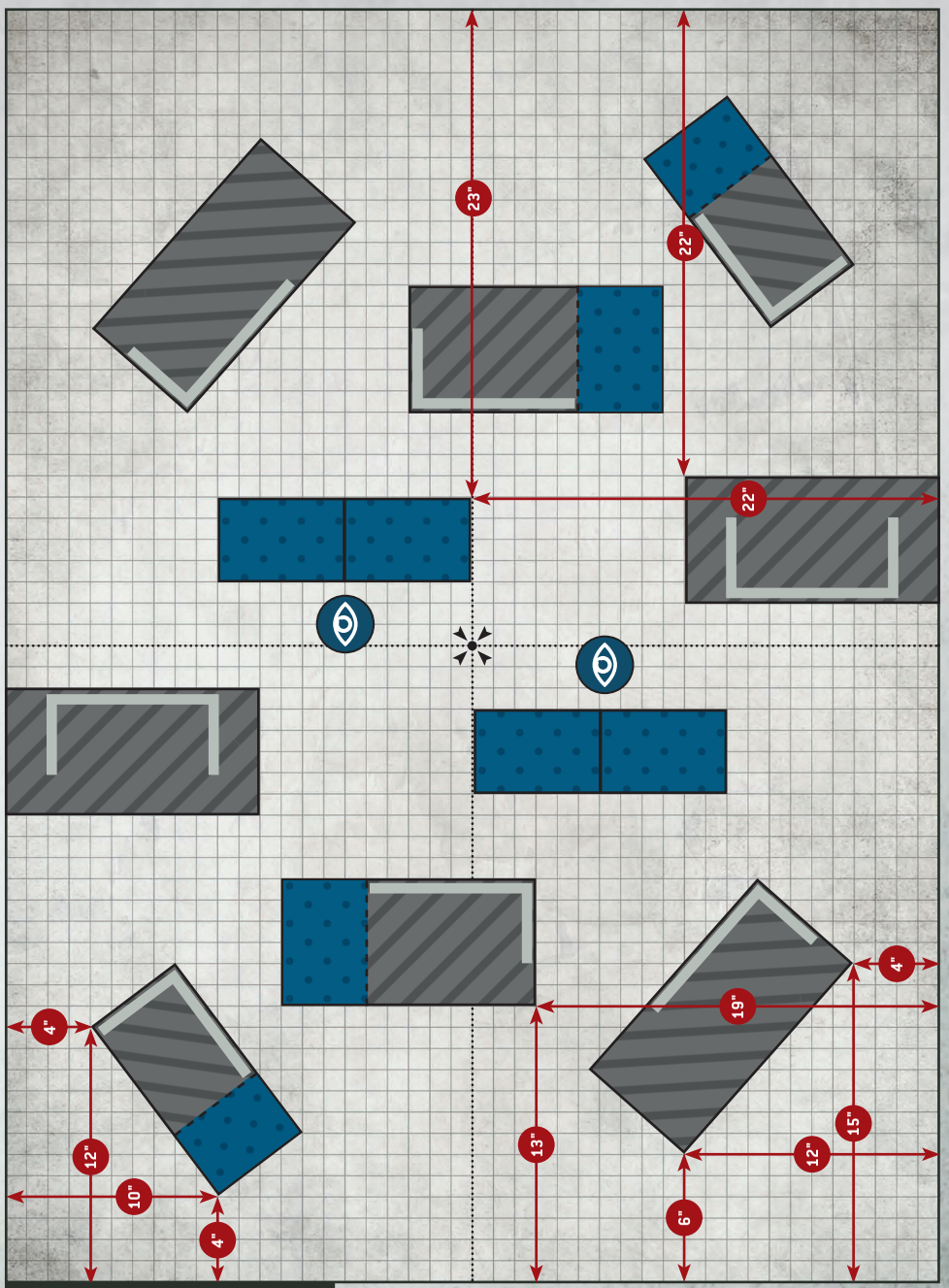


TERRAIN LAYOUT 7



TERRAIN LAYOUT 8

PAIRINGS AND RANKINGS

There are countless different ways in which a Warhammer organised play event can be run. While broad-stroke concepts like pairing off players with the same record are straightforward enough, the nuance of running a successful Warhammer tournament is the subject of continuous conversation and evolution. The following recommendations are once again for newer organisers who are still establishing their principles and best practices, to help improve the average experience at any Warhammer tournament. These principles are also followed at most official Games Workshop events, and are designed to create the fairest, most fun experience possible for every attendee, regardless of standing.

PAIRING PLAYERS

While the first round of most tournaments is randomly paired, subsequent round pairing can be done in a number of ways. The first pairing metric will almost always be player record, i.e. pairing a 3-1 player with another 3-1 player, and so on. Given that most rounds will include numerous players with the same record, however, deciding pairings beyond this metric can be quite nuanced, and the different methods available can have significant impacts on the experience of players at an event. We recommend pairing players by the following criteria:

- **First** – by record (i.e. the number of wins, losses and draws)
- **Second –** by win path (i.e. the timing of the rounds in which a player won or lost their games)
- **Third –** randomly within players of the same ranking

Win Path

A player's 'win path' refers not to their number of wins and losses, but to the timing of those wins and losses. While pairing by win path has an incidental tendency to pair people by strength of schedule, its greatest impact is on the overall enjoyment experienced by all players, as it tends to pair players based upon shared experience.

For example, let's take two 3-1 players. One of them lost their first game; they likely lowered their expectations for winning the whole event after this, but are probably in a great mood after three consecutive victories. The other won their first three games then lost their fourth – a sharp disappointment after a 3-0 start. Should these players face off, their shared enjoyment may be at odds as they are in very different emotional places. Win path ensures players enter their match with recent common experiences upon which to build a friendship during their next game of Warhammer.

RANKING PLAYERS

In many tournaments, the overall Best General will be the single remaining undefeated player at the end of the event. Sometimes, however, there are not enough rounds available to determine a single undefeated player, and players often wish to know their ranking regardless of whether they won the whole event. To help break ties between players who end an event with the same record, we recommend ranking players by the following criteria:

- **First** – by overall record (wins, losses and draws)
- **Second –** by their opponents' win records (i.e. those with more wins against opponents with better win records would place higher)
- **Third –** by total Victory points (VP)

Designer's Note: *Traditionally, many organisers use total VP or VP differential to determine ranking. However, the number of VP scored within any one game of Warhammer 40,000 rarely tells a clear story about how close that game actually was. Often, a more challenging opponent will be harder to score against (and thus yield a lower score despite the victory being all the more hard-earned), or the nature of how the two armies match up may dictate a risky strategy that doesn't pay off (and thus yield a wide score disparity despite almost working out).*

As such, we do not recommend using VP as a pairing metric, nor as a ranking metric until all other metrics have been exhausted, or when further tie-breaking is required (e.g. in larger events where identical rankings become more likely). By contrast, opponent win record is an ideal metric, because when two players end up with the same record, the overall skill of their opponents is a better indicator of which player had the more challenging path along the way.

The Rules Commentary, Errata and FAQ

There are myriad ways to enjoy the Warhammer hobby, and these all manifest themselves at a tournament: gifted hobbyists with beautiful armies, skilled competitors aiming for Best General, casual players looking to face new opponents and make new friends (by far the most common type of attendee), and even practitioners of the niche hobby of Rules Lawyer! These particular hobbyists often find unusual rules interactions at the very fringes of Warhammer 40,000, which can create interesting challenges for tournament organisers looking to provide clear answers and an easy gaming experience for their attendees. For the current edition, the Warhammer Design Studio has created its most robust and comprehensive Rules Commentary, Errata and FAQ to date. Available to download on warhammer-community.com, these living documents will be reviewed periodically to clarify any issues that may be causing uncertainty. Should an odd rules interaction come up during your event and the Core Rules do not provide a clear answer, we recommend consulting these resources.

AFTERWORD

WHAT IS THE POINT OF A WARHAMMER TOURNAMENT?

Warhammer is more popular than ever, and this popularity has extended to the tournament scene. Over the last few years, more than one million games of Warhammer 40,000 were played in tournaments around the world, and that growth will only continue in the future. With so many Warhammer hobbyists participating in the game within growing communities, it's important to ruminate on the point of a tournament. First and foremost, it is not about celebrating the ultimate victor; someone who goes undefeated and wins Best General needs very little acclaim beyond the outcome itself (after all, they won!). Instead, it is the experience of every single attendee that truly matters, and the recognition that, for most people who attend a tournament, community and friendship are both the purpose and the outcome.

Before you roll a single dice against an opponent to start your tournament experience, remember two things:

1) The person across the table from you shares your love of Warhammer.

2) By the time the dust settles on the event, almost everyone will have lost a game (typically, at most, only one or two people will manage to leave the event without a loss).

While any game often yields winners and losers on the tabletop, the magic of Warhammer in an event setting is the opportunity it provides every participant to become a bigger part of the Warhammer community, and to build friendships with fellow hobbyists that can last a lifetime. As an organiser or a player, if you focus on this inalienable truth, then while most of you will have lost a game or two, you'll all share victory in your experience of what it is to attend a Warhammer event.

- The Warhammer Design Studio and the Warhammer Events Team

BASE SIZE GUIDE

LAST UPDATED: JULY 2025

Welcome to the Warhammer 40,000 Base Size Guide. This document contains the most up-to-date base sizes appropriate for all Warhammer 40,000 models that can be used in matched play.

Tournaments bring together people from all over the world to enjoy a shared hobby, to play the game we love using armies we have spent many hours building and painting. Many players enjoy converting and customising their models to make them unique and personal to them, and we actively encourage this.

One of the key goals of a tournament is to provide a shared fair play experience for all, while celebrating the hobby. To support tournament organisers in achieving this, this document gathers a list of appropriate base sizes for all players to check. This information is not a requirement for all games of Warhammer 40,000, but is intended to avoid any uncertainty that may arise in matched play settings.

Designer's Note: *A few of the very largest models listed in this document are marked as Unique. Such models do not fit on any Citadel base of standard size, so if you intend to use any of these models at an event, we recommend you speak to the tournament organiser to agree with them what base size is appropriate.*

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PRODUCED BY THE WARHAMMER DESIGN STUDIO

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ADEPTA SORORITAS

UNIT	BASE SIZE
Aestred Thurga and Agathae Dolan: Aestred Thurga	32mm
Aestred Thurga and Agathae Dolan: Agathae Dolan	25mm
Arco-flagellants	25mm
Battle Sisters Squad	32mm
Canoness	32mm
Canoness with Jump Pack	32mm
Castigator	Hull
Celestian Sacresants	32mm
Daemonifuge	32mm
Dialogus	40mm
Dogmata	32mm
Dominion Squad	32mm
Exorcist	Hull
Hospitaller	50mm
Imagifier	32mm
Immolator	Hull
Junith Eruita	50mm
Ministorum Priest	32mm
Mortifiers	50mm
Morvenn Vahl	60mm
Palatine	32mm
Paragon Warsuits	50mm
Penitent Engines	50mm
Repentia Squad: Repentia Superior	32mm
Repentia Squad: Sister Repentia	28.5mm
Retributor Squad	32mm
Saint Celestine	40mm
Saint Celestine: Geminae Superia	32mm
Sanctifiers	25mm
Seraphim Squad	32mm
Sisters Novitiate Squad: Novitiate Superior	32mm
Sisters Novitiate Squad: Sister Novitiate	28.5mm
Sororitas Rhino	Hull
Triumph of Saint Katherine	120x92mm Oval Base
Zephyrim Squad	32mm

ADEPTUS CUSTODES

UNIT	BASE SIZE
Aleya	32mm
Allarus Custodians	40mm
Anathema Psykana Rhino	Hull
Blade Champion	40mm
Custodian Guard	40mm
Custodian Wardens	40mm
Knight-Centura	32mm
Prosecutors	32mm
Shield-Captain	40mm
Shield-Captain in Allarus Terminator Armour	40mm
Shield-Captain on Dawneagle Jetbike	75x42mm Oval Base
Trajann Valoris	40mm
Valerian	40mm
Venerable Contemptor Dreadnought	60mm
Venerable Land Raider	Hull
Vertus Praetors	75x42mm Oval Base
Vigilators	32mm
Witchseekers	32mm
IMPERIAL ARMOUR	
Agamatus Custodians	75x42mm Oval Base
Aquilon Custodians	50mm
Ares Gunship	160mm
Caladius Grav-tank	170x109mm Oval Base
Contemptor-Achillus Dreadnought	60mm
Contemptor-Galatus Dreadnought	60mm
Coronus Grav-carrier	170x109mm Oval Base
Custodian Guard with Adrasite and Pyrithite Spears	40mm
Orion Assault Dropship	160mm
Pallas Grav-attack	105x70mm Oval Base
Sagittarum Custodians	40mm
Telemon Heavy Dreadnought	100mm
Venatari Custodians	40mm

ADEPTUS MECHANICUS

UNIT	BASE SIZE
Archaeopter Fusilave	170x109mm Oval Base
Archaeopter Stratoraptor	170x109mm Oval Base
Archaeopter Transvector	170x109mm Oval Base
Belisarius Cawl	105x70mm Oval Base
Corpuscarii Electro-Priests	32mm
Cybernetica Datasmith	32mm
Fulgurite Electro-Priests	32mm
Ironstrider Ballistarii	105x70mm Oval Base
Kastelan Robots	60mm
Kataphron Breachers	60mm
Kataphron Destroyers	60mm
Onager Dunecrawler	130mm
Pteraxii Skystalkers	40mm
Pteraxii Sterylizors	40mm
Serberys Raiders	60x35.5mm Oval Base
Serberys Sulphurhounds	60x35.5mm Oval Base
Sicarian Infiltrators	40mm
Sicarian Ruststalkers	40mm
Skitarii Marshal	32mm
Skitarii Rangers	25mm
Skitarii Rangers/Skitarii Vanguard: Transuranic Arquebus	60x35.5mm Oval Base
Skitarii Vanguard	25mm
Skorpius Disintegrator	Hull
Skorpius Dunerider	Hull
Sydonian Dragoons with Radium Jezzails	105x70mm Oval Base
Sydonian Dragoons with Taser Lances	105x70mm Oval Base
Sydonian Skatros	40mm
Tech-Priest Dominus	50mm
Tech-Priest Enginseer	32mm
Tech-Priest Manipulus	50mm
Technoarcheologist	32mm

ADEPTUS TITANICUS

UNIT	BASE SIZE
Reaver Titan	Hull
Warbringer Nemesis Titan	Hull
Warhound Titan	Hull
Warlord Titan	Hull

AELDARI

UNIT	BASE SIZE
Asurmen	40mm
Autarch	32mm
Autarch wayleaper	32mm
Avatar of Khaine	80mm
Baharroth	40mm
Corsair Voidreavers	28.5mm
Corsair Voidscarred	28.5mm
Crimson Hunter	120x92mm Oval Base
D-cannon Platform	40mm
Dark Reapers	28.5mm
Death Jester	25mm
Dire Avengers	28.5mm
Eldrad Ulthran	32mm
Falcon	Large Flying Base
Farseer	25mm
Farseer Skyrunner	Small Flying Base
Fire Dragons	28.5mm
Fire Prism	Large Flying Base
Fuegan	40mm
Guardian Defenders	28.5mm
Guardian Defenders: Heavy Weapon Platform	40mm
Hemlock Wraithfighter	120x92mm Oval Base
Howling Banshees	28.5mm
Jain Zar	40mm
Lhykhis	40mm
Maugan Ra	40mm
Night Spinner	Large Flying Base
Rangers	28.5mm
Shadow Weaver Platform	40mm
Shadowseer	25mm
Shining Spears	Large Flying Base
Shroud Runners	Large Flying Base
Skyweavers	Large Flying Base
Solitaire	25mm
Spiritseer	25mm
Starweaver	Large Flying Base
Storm Guardians	28.5mm
Storm Guardians: Serpent's Scale Platform	40mm
Striking Scorpions	28.5mm
Swooping Hawks	32mm
The Visarch	32mm

UNIT	BASE SIZE
The Yncarne	80mm
Troupe	25mm
Troupe Master	25mm
Vibro Cannon Platform	40mm
Voidweaver	Large Flying Base
Vyper	Large Flying Base
War Walker	60mm
Warlock	32mm
Warlock Conclave	32mm
Warlock Skyrunners	Small Flying Base
Warp Spiders	28.5mm
Wave Serpent	Large Flying Base
Windriders	Small Flying Base
Wraithblades	40mm
Wraithguard	40mm
Wraithknight	120x92mm Oval Base
Wraithknight with Ghostglaive	120x92mm Oval Base
Wraithlord	60mm
Ynnari Archon	25mm
Ynnari Incubi	28.5mm
Ynnari Kabalite Warriors	25mm
Ynnari Raider	Large Flying Base
Ynnari Reavers	Small Flying Base
Ynnari Succubus	25mm
Ynnari Venom	Large Flying Base
Ynnari Wyches	25mm
Yvraine	75x42mm Oval Base
IMPERIAL ARMOUR	
Phantom Titan	Hull
Revenant Titan	Hull

ASTRA MILITARUM

UNIT	BASE SIZE
Aegis Defence Line	Hull
Armoured Sentinels	80mm
Artillery Team	130mm
Attilan Rough Riders	60x35.5mm Oval Base
Baneblade	Hull
Banehammer	Hull
Banesword	Hull
Basilisk	Hull
Bullgryn squad	40mm
Cadian Castellan	28.5mm
Cadian Command Squad	28.5mm
Cadian Heavy Weapons Squad	50mm
Cadian Shock Troops	25mm
Catachan Command Squad	25mm
Catachan Heavy Weapons Squad	60mm
Catachan Jungle Fighters	25mm
Chimera	Hull
Commissar	28.5mm
Death Korps of Krieg	25mm
Death Riders	60x35.5mm Oval Base
Deathstrike	Hull
Doomhammer	Hull
Field Ordnance Battery	100mm
Gaunt's Ghosts	28.5mm
Hellhammer	Hull
Hellhound	Hull
Hydra	Hull
Kasrkin	28.5mm
Krieg Combat Engineers	25mm
Krieg Command Squad	25mm
Krieg Command Squad: Lord Commissar	32mm
Krieg Heavy Weapons Squad	50mm
Krieg Heavy Weapons Squad: Fire Coordinator	25mm
Leman Russ Battle Tank	Hull
Leman Russ Commander	Hull
Leman Russ Demolisher	Hull
Leman Russ Eradicator	Hull
Leman Russ Executioner	Hull
Leman Russ Exterminator	Hull
Leman Russ Punisher	Hull
Leman Russ Vanquisher	Hull

UNIT	BASE SIZE
Lord Marshal Dreir	75x42mm Oval Base
Lord Solar Leontus	80mm
Manticore	Hull
Militarum Tempestus Command Squad	25mm
Ministorum Priest	32mm
Nork Deddog	40mm
Ogryn Bodyguard	40mm
Ogryn squad	40mm
Primaris Psyker	32mm
Ratlings	25mm
Ratlings: Tankstopper Rifle	28.5mm
Rogal Dorn Battle Tank	Hull
Rogal Dorn Commander	Hull
Scout Sentinels	80mm
Shadowsword	Hull
Sly Marbo	32mm
Stormlord	Hull
Stormsword	Hull
Taurox	Hull
Taurox Prime	Hull
Tech-Priest Enginseer	32mm
Tempestus Aquilons	28.5mm
Tempestus Scions	25mm
Ursula Creed	32mm
Valkyrie	120x92mm Oval Base
Wyvern	Hull
IMPERIAL ARMOUR	
Avenger Strike Fighter	120x92mm Oval Base
Cyclops Demolition Vehicle	Hull

BLACK TEMPLARS

UNIT	BASE SIZE
Black Templars Gladiator Lancer	100mm
Black Templars Gladiator Reaper	100mm
Black Templars Gladiator Valiant	100mm
Black Templars Impulsor	100mm
Black Templars Repulsor	100mm
Black Templars Repulsor Executioner	100mm
Castellan	40mm
Chaplain Grimaldus	40mm
Chaplain Grimaldus: Cenobyte Servitors	28.5mm
Crusader Squad: Neophytes	28.5mm
Crusader Squad: Sword Brother/Initiates	32mm
High Marshal Helbrecht	60mm
Marshal	40mm
Primaris Crusader Squad: Initiates	32mm
Primaris Crusader Squad: Neophytes	28.5mm
Primaris Crusader Squad: Sword Brother	40mm
Primaris Sword Brethren	40mm
The Emperor's Champion	40mm

BLOOD ANGELS

UNIT	BASE SIZE
Astorath	40mm
Baal Predator	Hull
Blood Angels Captain	40mm
Chief Librarian Mephiston	40mm
Commander Dante	50mm
Death Company Captain	40mm
Death Company Captain with Jump Pack	40mm
Death Company Dreadnought	90mm
Death Company Marines	32mm
Death Company Marines with Bolt Rifles	32mm
Death Company Marines with Jump Packs	32mm
Lemartes	40mm
Sanguinary Guard	40mm
Sanguinary Priest	40mm
The Sanguinor	40mm

CHAOS DAEMONS

UNIT	BASE SIZE
Be'lakor	100mm
Beasts of Nurgle	60mm
Bloodcrushers	90x52.5mm Oval Base
Bloodletters	32mm
Bloodmaster	40mm
Bloodthirster	120x92mm Oval Base
Blue Horrors	25mm
Burning Chariot	120x92mm Oval Base
Changecaster	32mm
Contorted Epitome	75x42mm Oval Base
Daemon Prince of Chaos	60mm
Daemon Prince of Chaos with Wings	60mm
Daemonettes	25mm
Epidemius	60mm
Exalted Flamer	75x42mm Oval Base
Fateskimmer	120x92mm Oval Base
Feculent Gnarlmaw	Hull
Fiends	75x42mm Oval Base
Flamers	32mm
Flesh Hounds	60x35.5mm Oval Base
Fluxmaster	Large Flying Base
Great Unclean One	130mm
Hellflayers	120x92mm Oval Base
Horticulous Slimux	105x70mm Oval Base
Infernal Enrapturess	60x35.5mm Oval Base
Kairos Fateweaver	100mm
Karanak	75x42mm Oval Base
Keeper of Secrets	100mm
Lord of Change	100mm
Nurglings	40mm
Pink Horrors	32mm
Plague Drones	Large Flying Base
Plaguebearers	32mm
Poxbringer	32mm
Rendmaster on Blood Throne	120x92mm Oval Base
Rotigus	130mm
Screamers	Small Flying Base
Seekers	60x35.5mm Oval Base
Shalaxi Helbane	100mm
Skarbrand	100mm
Skull Altar	Hull

UNIT	BASE SIZE
Skull Cannon	120x92mm Oval Base
Skullmaster	90x52.5mm Oval Base
Skulltaker	40mm
Sloppity Bilepiper	32mm
Soul Grinder	160mm
Spoilpox Scrivener	40mm
Syll'esske	50mm
The Blue Scribes	Large Flying Base
The Changeling	40mm
The Masque of Slaanesh	32mm
Tormentbringer	120x92mm Oval Base
Tranceweaver	32mm

CHAOS KNIGHTS

UNIT	BASE SIZE
Knight Abominant	170x109mm Oval Base
Knight Desecrator	170x109mm Oval Base
Knight Despoiler	170x109mm Oval Base
Knight Rampager	170x109mm Oval Base
Knight Tyrant	170x109mm Oval Base
War Dog Brigand	100mm
War Dog Executioner	100mm
War Dog Huntsman	100mm
War Dog Karnivore	100mm
War Dog Stalker	100mm
IMPERIAL ARMOUR	
Chaos Acastus Knight Asterius	Hull
Chaos Acastus Knight Porphyrion	Hull
Chaos Cerastus Knight Acheron	170x109mm Oval Base
Chaos Cerastus Knight Atrapos	170x109mm Oval Base
Chaos Cerastus Knight Castigator	170x109mm Oval Base
Chaos Cerastus Knight Lancer	170x109mm Oval Base
Chaos Questoris Knight Magaera	170x109mm Oval Base
Chaos Questoris Knight Styrix	170x109mm Oval Base
War Dog Moirax	100mm

CHAOS SPACE MARINES

UNIT	BASE SIZE
Abaddon the Despoiler	60mm
Accursed Cultists: Mutant	25mm
Accursed Cultists: Torment	40mm
Chaos Bikers	75x42mm Oval Base
Chaos Land Raider	Hull
Chaos Lord	40mm
Chaos Lord in Terminator Armour	40mm
Chaos Lord with Jump Pack	40mm
Chaos Predator Annihilator	Hull
Chaos Predator Destructor	Hull
Chaos Rhino	Hull
Chaos Spawn	50mm
Chaos Terminator Squad	40mm
Chaos Vindicator	Hull
Chosen	32mm
Cultist Firebrand	32mm
Cultist Mob	25mm
Cypher	32mm
Dark Apostle	40mm
Dark Apostle: Dark Disciple	25mm
Dark Commune: Blessed Blade	28.5mm
Dark Commune: Cult Demagogue, Mindwitch, Iconarch	32mm
Defiler	160mm
Fabius Bile	40mm
Fabius Bile: Surgeon Acolyte	32mm
Fellgor beastmen	32mm
Forgefiend	120x92mm Oval Base
Haarken Worldclaimer	40mm
Havocs	40mm
Helbrute	60mm
Heldrake	120x92mm Oval Base
Heretic Astartes Daemon Prince	60mm
Heretic Astartes Daemon Prince with Wings	60mm
Huron Blackheart	32mm
Khorne Lord of Skulls	Hull
Legionaries	32mm
Lord Discordant on Helstalker	120x92mm Oval Base
Master of Executions	40mm
Master of Possession	40mm
Maulerfiend	120x92mm Oval Base
Nemesis Claw	32mm

UNIT	BASE SIZE
Noctilith Crown	Hull
Obliterators	50mm
Possessed	40mm
Raptors	32mm
Sorcerer	40mm
Sorcerer in Terminator Armour	40mm
Traitor Enforcer	32mm
Traitor Enforcer: Traitor Ogryn	40mm
Traitor Guardsmen Squad	25mm
Vashtorr the Arkifane	80mm
Venomcrawler	100mm
Warp Talons	32mm
Warpsmith	60x35.5mm Oval Base

DARK ANGELS

UNIT	BASE SIZE
Asmodai	50mm
Azrael	50mm
Belial	50mm
Deathwing Knights	40mm
Deathwing Terminator Squad	40mm
Ezekiel	25mm
Inner Circle Companions	40mm
Land Speeder Vengeance	Large Flying Base
Lazarus	40mm
Lion El'Jonson	60mm
Nephilim Jetfighter	120x92mm Oval Base
Ravenwing Black Knights	75x42mm Oval Base
Ravenwing Command Squad	75x42mm Oval Base
Ravenwing Dark Talon	120x92mm Oval Base
Ravenwing Darkshroud	Large Flying Base
Sammael	Large Flying Base

DEATH GUARD

UNIT	BASE SIZE
Biologus Putrifier	40mm
Blightlord Terminators	40mm
Chaos Land Raider	Hull
Chaos Predator Annihilator	Hull
Chaos Predator Destructor	Hull
Chaos Rhino	Hull
Chaos Spawn	50mm
Daemon Prince of Nurgle	60mm
Daemon Prince of Nurgle with Wings	60mm
Deathshroud Terminators	40mm
Defiler	160mm
Foetid Bloat-Drone	60mm
Foetid Bloat-drone with Heavy Blight Launcher	60mm
Foul Blightspawn	40mm
Helbrute	60mm
Icon Bearer	32mm
Lord of Contagion	40mm
Lord of Poxes	40mm
Lord of Virulence	50mm
Malignant Plaguecaster	32mm
Miasmic Malignifier	Hull
Mortarion	100mm
Myphitic Blight-Haulers	80mm
Noxious Blightbringer	40mm
Plague Marines	32mm
Plague Surgeon	40mm
Plagueburst Crawler	Hull
Poxwalkers	25mm
Tallyman	40mm
Typhus	50mm
DAEMONS	
Beasts of Nurgle	60mm
Great Unclean One	130mm
Nurglings	40mm
Plague Drones	Large Flying Base
Plaguebearers	32mm
Rotigus	130mm

DEATHWATCH

UNIT	BASE SIZE
Corvus Blackstar	120x92mm Oval Base
Deathwatch Terminator Squad	40mm
Deathwatch Veterans	32mm
Fortis Kill Team	32mm
Indomitor Kill Team	40mm
Spectrus Kill Team	32mm
Spectrus Kill Team: Kill Team Infiltrators with bolt sniper rifles	40mm
Talonstrike Kill Team	32mm
Talonstrike Kill Team: Kill Team Heavy Intercessors with Jump Packs	40mm
Watch Captain Artemis	32mm
Watch Master	32mm

DRUKHARI

UNIT	BASE SIZE
Archon	25mm
Beastmaster	Small Flying Base
Beastmaster: Clawed Fiends, Khymerae, Razorwing Flocks	40mm
Court of the Archon: Sslyth	40mm
Court of the Archon: Ur-Ghul, Lhamaean, Medusae	25mm
Cronos	Large Flying Base
Drazhar	40mm
Grotesques	40mm
Haemonculus	25mm
Hellions	Small Flying Base
Incubi	28.5mm
Kabalite Warriors	25mm
Lelith Hesperax	32mm
Mandrakes	28.5mm
Raider	Large Flying Base
Ravager	Large Flying Base
Razorwing Jetfighter	120x92mm Oval Base
Reavers	Small Flying Base
Scourges	32mm
Succubus	25mm
Talos	Large Flying Base
Urien Rakarth	25mm
Venom	Large Flying Base
Voidraven Bomber	120x92mm Oval Base
Wracks	25mm
Wyches	25mm

EMPEROR'S CHILDREN

UNIT	BASE SIZE
Chaos Land Raider	Hull
Chaos Rhino	Hull
Chaos Spawn	50mm
Chaos Terminators	40mm
Daemon Prince of Slaanesh	60mm
Daemon Prince of Slaanesh with Wings	60mm
Flawless Blades	40mm
Fulgrim	130mm
Heldrake	120x92mm Oval Base
Infractors	32mm
Lord Exultant	40mm
Lord Kakophonist	40mm
Lucius the Eternal	50mm
Maulerfiend	120x92mm Oval Base
Noise Marines	40mm
Sorcerer	40mm
Tormentors	32mm
DAEMONS	
Daemonettes	25mm
Fiends	75x42mm Oval Base
Keeper of Secrets	100mm
Seekers	60x35.5mm Oval Base
Shalaxi Helbane	100mm

GENESTEALER CULTS

UNIT	BASE SIZE
Aberrants	32mm
Abominant	40mm
Achilles Ridgerunners	120x92mm Oval Base
Acolyte Hybrids with Autopistols	32mm
Acolyte Hybrids with Hand Flamers	32mm
Acolyte Iconward	32mm
Atalan Jackals	60x35.5mm Oval Base
Atalan Jackals: Wolfquad	60mm
Benefictus	32mm
Biophagus	25mm
Clamavus	32mm
Goliath Rockgrinder	Hull
Goliath Truck	Hull
Hybrid Metamorphs	32mm
Jackal Alphus	60x35.5mm Oval Base
Kelermorph	32mm
Locus	32mm
Magus	32mm
Neophyte Hybrids	25mm
Neophyte Hybrids: Heavy stubber, Mining laser, Seismic cannon	32mm
Nexos	40mm
Patriarch	50mm
Primus	32mm
Purestrain Genestealers	32mm
Reductus Saboteur	32mm
Sanctus	32mm

GREY KNIGHTS

UNIT	BASE SIZE
Brother-Captain	40mm
Brother-Captain Stern	40mm
Brotherhood Champion	32mm
Brotherhood Chaplain	40mm
Brotherhood Librarian	40mm
Brotherhood Techmarine	32mm
Brotherhood Terminator Squad	40mm
Castellan Crowe	40mm
Grand Master	40mm
Grand Master in Nemesis Dreadknight	120x92mm Oval Base
Grand Master Voldus	40mm
Grey Knights Land Raider	Hull
Grey knights Land Raider Crusader	Hull
Grey knights Land Raider Redeemer	Hull
Grey knights Razorback	Hull
Grey knights Rhino	Hull
Grey knights Stormhawk Interceptor	120x92mm Oval Base
Grey knights Stormraven Gunship	120x92mm Oval Base
Grey knights Stormtalon Gunship	120x92mm Oval Base
Grey Knights Venerable Dreadnought	60mm
Interceptor Squad	32mm
Kaldor Draigo	40mm
Nemesis Dreadknight	120x92mm Oval Base
Paladin Squad	40mm
Purgation Squad	32mm
Purifier Squad	32mm
Servitors	25mm
Strike Squad	32mm
IMPERIAL ARMOUR	
Grey Knights Thunderhawk Gunship	Unique
Land Raider Banisher	Hull

IMPERIAL AGENTS

UNIT	BASE SIZE
Callidus Assassin	32mm
Corvus Blackstar	120x92mm Oval Base
Culexus Assassin	32mm
Deathwatch Kill Team	32mm
Eversor Assassin	32mm
Exaction Squad	28.5mm
Exaction Squad: Cyber-mastiff	25mm
Grey Knights Terminator Squad	40mm
Imperial Navy Breachers	25mm
Imperial Navy Breachers: Navis las-volley, endurant shield	28.5mm
Imperial Rhino	Hull
Inquisitor	32mm
Inquisitor Coteaz	40mm
Inquisitor Draxus	32mm
Inquisitor Greyfax	32mm
Inquisitorial Agents	25mm
Inquisitorial Agents: Gun Servitors	32mm
Inquisitorial Chimera	Hull
Ministorum Priest	32mm
Navigator	32mm
Rogue Trader entourage	25mm
Sanctifiers	25mm
Sisters of Battle Immolator	Hull
Sisters of Battle Squad	32mm
Subductor Squad	28.5mm
Subductor Squad: Cyber-mastiff	25mm
Vigilant Squad	28.5mm
Vigilant Squad: Cyber-mastiff	25mm
Vindicare Assassin	32mm
Voidsmen-at-Arms	32mm
Watch Captain Artemis	32mm
Watch Master	32mm

IMPERIAL KNIGHTS

UNIT	BASE SIZE
Armiger Helverin	100mm
Armiger Warglaive	100mm
Canis Rex	170x109mm Oval Base
Knight Castellan	170x109mm Oval Base
Knight Crusader	170x109mm Oval Base
Knight Errant	170x109mm Oval Base
Knight Gallant	170x109mm Oval Base
Knight Paladin	170x109mm Oval Base
Knight Preceptor	170x109mm Oval Base
Knight Valiant	170x109mm Oval Base
Knight Warden	170x109mm Oval Base
IMPERIAL ARMOUR	
Acastus Knight Asterius	Hull
Acastus Knight Porphyrion	Hull
Armiger Moirax	100mm
Cerastus Knight Acheron	170x109mm Oval Base
Cerastus Knight Atrapos	170x109mm Oval Base
Cerastus Knight Castigator	170x109mm Oval Base
Cerastus Knight Lancer	170x109mm Oval Base
Questoris Knight Magaera	170x109mm Oval Base
Questoris Knight Styrix	170x109mm Oval Base

LEAGUES OF VOTANN

UNIT	BASE SIZE
Brôkhyr Iron-master	32mm
Brôkhyr Iron-master: E-COG	25mm
Brôkhyr Iron-master: Ironkin Assistant	28.5mm
Brôkhyr Thunderkyn	40mm
Cthonian Beserks	28.5mm
Cthonian Beserks: Mole grenade launcher	50mm
Einhyr Champion	40mm
Einhyr Hearthguard	32mm
Grimnyr	40mm
Grimnyr: CORV	25mm
Hearthkyn Warriors	28.5mm
Hekaton Land Fortress	Hull
Hernkyn Pioneers	90x52.5mm Oval Base
Hernkyn Yaegirs	28.5mm
Kâhl	40mm
Sagitaur	Hull
Ûthar the Destined	40mm

NECRONS

UNIT	BASE SIZE
Annihilation Barge	Large Flying Base
C'tan Shard of the Deceiver	40mm
C'tan Shard of the Nightbringer	40mm
C'tan Shard of the Void Dragon	80mm
Canoptek Doomstalker	90mm
Canoptek Reanimator	60mm
Canoptek Scarab Swarms	40mm
Canoptek Spyders	60mm
Canoptek Wraiths	50mm
Catacomb Command Barge	Large Flying Base
Chronomancer	40mm
Convergence of Dominion	Hull
Cryptothralls	32mm
Deathmarks	32mm
Doom Scythe	120x92mm Oval Base
Doomsday Ark	Large Flying Base
Flayed Ones	28.5mm
Ghost Ark	Large Flying Base
Hexmark Destroyer	50mm
Illuminor Szeras	80mm
Immortals	32mm
Imotekh the Stormlord	40mm
Lokhust Destroyers	Large Flying Base
Lokhust Heavy Destroyers	60mm
Lokhust Lord	Large Flying Base
Lychguard	32mm
Monolith	160mm
Necron Warriors	32mm
Night Scythe	120x92mm Oval Base
Obelisk	120x92mm Oval Base
Ophydian Destroyers	50mm
Orikan the Diviner	40mm
Overlord	40mm
Overlord with Translocation Shroud	40mm
Plasmancer	32mm
Psychomancer	40mm
Royal Warden	32mm
Skorpekh Destroyers	50mm
Skorpekh Lord	60mm
Technomancer	50mm
Tesseract Vault	120x92mm Oval Base

UNIT	BASE SIZE
The Silent King: Szarekh	100mm
The Silent King: Triarchal Menhir	50mm
Tomb Blades	Small Flying Base
Transcendent C'tan	60mm
Trazyn the Infinite	25mm
Triarch Praetorians	32mm
Triarch Stalker	Hull
IMPERIAL ARMOUR	
Seraptek Heavy Construct	Hull

ORKS

UNIT	BASE SIZE
Battlewagon	Hull
Beast Snagga Boyz	32mm
Beastboss	50mm
Beastboss on Squigosaur	80mm
Big Mek	50mm
Big Mek in Mega Armour	40mm
Big Mek with Shokk Attack Gun	40mm
Big'ed Bossbunka	Hull
Blitza-bommer	120x92mm Oval Base
Boomdakka Snazzwagon	150x95mm Oval Base
Boss Snikrot	40mm
Boyz	32mm
Breaka Boyz	32mm
Breaka Boyz: Boss Nob	40mm
Burna Boyz	32mm
Burna-bommer	120x92mm Oval Base
Dakkajet	120x92mm Oval Base
Deff Dread	60mm
Deffkilla Wartrike	150x95mm Oval Base
Deffkoptas	75x42mm Oval Base
Flash Gitz	40mm
Ghazghkull Thraka	80mm
Ghazghkull Thraka: Makari	25mm
Gorkanaut	170x109mm Oval Base
Gretchin	25mm
Gretchin: Runtherd	32mm
Hunta Rig	170x109mm Oval Base
Kill Rig	170x109mm Oval Base
Killa Kans	60mm
Kommandos	32mm
Kustom Boosta-blasta	150x95mm Oval Base
Lootas	32mm
Meganobz	40mm
Megatrakk Scrapjet	150x95mm Oval Base
Mek	32mm
Mek Gunz	Hull
Morkanaut	170x109mm Oval Base
Mozrog Skragbad	80mm
Nobz	32mm
Painboss	40mm
Painboy	32mm

UNIT	BASE SIZE
Rukkatrukk Squigbuggy	150x95mm Oval Base
Shokkjump Dragsta	150x95mm Oval Base
Squighog Boyz	75x42mm Oval Base
Squighog Boyz: Nob on Smasha Squig	90x52.5mm Oval Base
Stompa	Hull
Stormboyz	32mm
Tankbustas	32mm
Tankbustas: Boss Nob	40mm
Trukk	Hull
Warbikers	75x42mm Oval Base
Warboss	40mm
Warboss in Mega Armour	50mm
Wazbom Blastajet	150x95mm Oval Base
Weirdboy	40mm
Wurrboy	32mm
Zodgrod Wortsnagga	50mm
IMPERIAL ARMOUR	
Gargantuan Squiggoth	Hull

SPACE MARINES

UNIT	BASE SIZE
Adrax Agatone	40mm
Aggressor Squad	40mm
Ancient	40mm
Ancient in Terminator Armour	40mm
Apothecary	40mm
Apothecary Biologis	40mm
Assault Intercessor Squad	32mm
Assault Intercessors with Jump Packs	32mm
Ballistus Dreadnought	90mm
Bladeguard Ancient	40mm
Bladeguard Veteran Squad	40mm
Brutalis Dreadnought	90mm
Captain	40mm
Captain in Gravis Armour	40mm
Captain in Phobos Armour	40mm
Captain in Terminator Armour	50mm
Captain Sicarius	32mm
Captain with Jump Pack	40mm
Centurion Assault Squad	50mm
Centurion Devastator Squad	50mm
Chaplain	40mm
Chaplain in Terminator Armour	40mm
Chaplain on Bike	90x52.5mm Oval Base
Chaplain with Jump Pack	32mm
Chief Librarian Tigurius	40mm
Company Heroes	40mm
Darnath Lysander	40mm
Desolation Squad	32mm
Devastator Squad	32mm
Dreadnought	60mm
Drop Pod	Hull
Eliminator Squad	40mm
Eradicator Squad	40mm
Firestrike Servo-turrets	80mm
Gladiator Lancer	100mm
Gladiator Reaper	100mm
Gladiator Valiant	100mm
Hammerfall Bunker	Hull
Heavy Intercessor Squad	40mm
Hellblaster Squad	32mm
Impulsor	100mm

UNIT	BASE SIZE
Inceptor Squad	40mm
Incursor Squad	32mm
Infernus Squad	32mm
Infiltrator Squad	32mm
Intercessor Squad	32mm
Invader ATV	Hull
Invictor Tactical Warsuit	90mm
Iron Father Feirros	40mm
Judiciar	40mm
Kayvaan Shrike	40mm
Kor'sarro Khan	40mm
Land Raider	Hull
Land Raider Crusader	Hull
Land Raider Redeemer	Hull
Librarian	40mm
Librarian in Phobos Armour	40mm
Librarian in Terminator Armour	40mm
Lieutenant	40mm
Lieutenant in Phobos Armour	40mm
Lieutenant in Reiver Armour	40mm
Lieutenant Titus	40mm
Lieutenant with Combi-weapon	40mm
Marneus Calgar	50mm
Marneus Calgar: Victrix Honour Guard	40mm
Outrider Squad	90x52.5mm Oval Base
Pedro Kantor	32mm
Predator Annihilator	Hull
Predator Destructor	Hull
Razorback	Hull
Redemptor Dreadnought	90mm
Reiver Squad	32mm
Repulsor	100mm
Repulsor Executioner	100mm
Rhino	Hull
Roboute Guilliman	60mm
Scout Squad	28.5mm
Sternguard Veteran Squad	32mm
Storm Speeder Hailstrike	90mm
Storm Speeder Hammerstrike	90mm
Storm Speeder Thunderstrike	90mm
Stormhawk Interceptor	120x92mm Oval Base
Stormraven Gunship	120x92mm Oval Base
Stormtalon Gunship	120x92mm Oval Base
Suppressor Squad	40mm

UNIT	BASE SIZE
Tactical Squad	32mm
Techmarine	40mm
Terminator Assault Squad	40mm
Terminator Squad	40mm
Tor Garadon	40mm
Uriel Ventris	40mm
Vanguard Veteran Squad with Jump Packs	32mm
Vindicator	Hull
Vulkan He'stan	32mm
Whirlwind	Hull
IMPERIAL ARMOUR	
Astraeus	Hull
Thunderhawk Gunship	Unique

SPACE WOLVES

UNIT	BASE SIZE
Arjac Rockfist	50mm
Bjorn the Fell-handed	60mm
Blood Claws	32mm
Fenrisian Wolves	40mm
Grey Hunters	32mm
Iron Priest	32mm
Logan Grimnar	80mm
Murderfang	60mm
Njal Stormcaller	40mm
Ragnar Blackmane	40mm
Thunderwolf Cavalry	60mm
Ulrik the Slayer	32mm
Venerable Dreadnought	60mm
Wolf Guard Battle Leader	40mm
Wolf Guard Headtakers	40mm
Wolf Guard Headtakers: Hunting Wolves	60x35.5mm Oval Base
Wolf Guard Terminators	40mm
Wolf Priest	40mm
Wulfen	40mm
Wulfen Dreadnought	60mm
Wulfen with Storm Shields	40mm

T'AU EMPIRE

UNIT	BASE SIZE
Breacher Team	25mm
Broadside Battlesuits	60mm
Cadre Fireblade	25mm
Commander Farsight	60mm
Commander in Coldstar Battlesuit	60mm
Commander in Enforcer Battlesuit	60mm
Commander Shadowsun	50mm
Crisis Fireknife Battlesuits	50mm
Crisis Starscythe Battlesuits	50mm
Crisis Sunforge Battlesuits	50mm
Darkstrider	32mm
Devilfish	Large Flying Base
Ethereal	40mm
Firesight Team	40mm
Ghostkeel Battlesuit	105x70mm Oval Base
Hammerhead Gunship	Large Flying Base
Kroot Carnivores	28.5mm
Kroot Farstalkers	28.5mm
Kroot Farstalkers: Kroot Kill-broker	32mm
Kroot Flesh Shaper	32mm
Kroot Hounds	28.5mm
Kroot Lone-spear	90x52.5mm Oval Base
Kroot Trail Shaper	32mm
Kroot War Shaper	32mm
Krootox Rampagers	50mm
Krootox Riders	50mm
Pathfinder Team	25mm
Piranhas	Large Flying Base
Razorshark Strike Fighter	120x92mm Oval Base
Riptide Battlesuit	120x92mm Oval Base
Sky Ray Gunship	Large Flying Base
Stealth Battlesuits	32mm
Stormsurge	170x109mm Oval Base
Strike Team	25mm
Sun Shark Bomber	120x92mm Oval Base
Tidewall Defence Platform	Hull
Tidewall Droneport	Hull
Tidewall Gunrig	Hull
Tidewall Shieldline	Hull
Vespid Stingwings	28.5mm

UNIT	BASE SIZE
IMPERIAL ARMOUR	
AX-1-0 Tiger Shark	160mm
Manta	Unique
Ta'unar Supremacy Armour	160mm
Tiger Shark	160mm

THOUSAND SONS

UNIT	BASE SIZE
Ahriman	40mm
Chaos Land Raider	Hull
Chaos Predator Annihilator	Hull
Chaos Predator Destructor	Hull
Chaos Rhino	Hull
Chaos Spawn	50mm
Chaos Vindicator	Hull
Daemon Prince of Tzeentch	60mm
Daemon Prince of Tzeentch with Wings	60mm
Defiler	160mm
Exalted Sorcerer	32mm
Exalted Sorcerer on Disc of Tzeentch	40mm
Forgefiend	120x92mm Oval Base
Helbrute	60mm
Heldrake	120x92mm Oval Base
Infernal Master	40mm
Magnus the Red	100mm
Maulerfiend	120x92mm Oval Base
Mutalith Vortex Beast	120x92mm Oval Base
Rubric Marines	32mm
Scarab Occult Terminators	40mm
Sekhetar Robots	40mm
Sorcerer	32mm
Sorcerer in Terminator Armour	40mm
Tzaangor Enlightened	40mm
Tzaangor Enlightened with Fatecaster Greatbows	40mm
Tzaangor Shaman	40mm
Tzaangors	32mm
DAEMONS	
Blue Horrors	25mm
Flamers	32mm
Kairos Fateweaver	100mm
Lord of Change	100mm
Pink Horrors	32mm
Screamers	Small Flying Base

TYRANIDS

UNIT	BASE SIZE
Barbgaunts	40mm
Biovores	80mm
Broodlord	75x42mm Oval Base
Carnifexes	105x70mm Oval Base
Deathleaper	60mm
Exocrine	120x92mm Oval Base
Gargoyles	Small Flying Base
Genestealers	32mm
Harpy	120x92mm Oval Base
Haruspex	120x92mm Oval Base
Hive Crone	120x92mm Oval Base
Hive Guard	50mm
Hive Tyrant	60mm
Hormagaunts	28.5mm
Lictor	50mm
Maleceptor	120x92mm Oval Base
Mawloc	120x92mm Oval Base
Mucolid Spores	40mm
Neurogaunts	25mm
Neurogaunts: Nodebeasts	28.5mm
Neurolictor	50mm
Neurotyrant	50mm
Norn Assimilator	100mm
Norn Emissary	100mm
Old One Eye	105x70mm Oval Base
Parasite of Mortrex	40mm
Psychophage	120x92mm Oval Base
Pyrovores	80mm
Raveners	40mm
Ripper Swarms	40mm
Screamer-killer	90mm
Spore MInes	25mm
Sporocyst	Hull
Termagants	28.5mm
Tervigon	120x92mm Oval Base
The Swarmlord	60mm
Toxicrene	120x92mm Oval Base
Trygon	120x92mm Oval Base
Tyranid Warriors with Melee Bio-weapons	50mm
Tyranid Warriors with Ranged Bio-weapons	50mm
Tyrannocyte	100mm

UNIT	BASE SIZE
Tyrannofex	120x92mm Oval Base
Tyrant Guard	50mm
Venomthropes	40mm
Von Ryan's Leapers	40mm
Winged Hive Tyrant	60mm
Winged Tyranid Prime	50mm
Zoanthropes	40mm
IMPERIAL ARMOUR	
Harridan	Unique
Hierophant	Hull

WORLD EATERS

UNIT	BASE SIZE
Angron	100mm
Chaos Land Raider	Hull
Chaos Predator Annihilator	Hull
Chaos Predator Destructor	Hull
Chaos Rhino	Hull
Chaos Spawn	50mm
Daemon Prince of Khorne	60mm
Daemon Prince of Khorne with Wings	60mm
Defiler	160mm
Eightbound	40mm
Exalted Eightbound	40mm
Forgefiend	120x92mm Oval Base
Goremongers	32mm
Helbrute	60mm
Heldrake	120x92mm Oval Base
Jakhals	28.5mm
Jakhals: Dishonoured	40mm
Khârn the Betrayer	40mm
Khorne Berzerkers	32mm
Khorne Lord of Skulls	Hull
Lord Invocatus	90x52.5mm Oval Base
Lord on Juggernaut	90x52.5mm Oval Base
Master of Executions	40mm
Maulerfiend	120x92mm Oval Base
Slaughterbound	50mm
Terminator Squad	40mm
DAEMONS	
Bloodcrushers	90x52.5mm Oval Base
Bloodletters	32mm
Bloodthirster	120x92mm Oval Base
Flesh Hounds	60x35.5mm Oval Base
Skarbrand	100mm